PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE OR SWALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE **FOR** BASIC FEE NUMBER FILED 355.00 BASIC FEE 710.00 **NUMBER EXTRA** TOTAL CHARGEABLE CLAIMS 30 minus 20= X\$ 9= 30-0 10 _{/ن}X\$18= INDEPENDENT CLAIMS minus 3 = X40= |2 X80= 60 .0 MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR (030 ·~ Claims as amended - Part II OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER **PRESENT** TIONAL TIONAL RATE RATE AMENDMENT **PREVIOUSLY AFTER EXTRA** PAID FOR FEE **AMENDMENT** FEE Total Minus X\$18= X\$ 9= Alle OR Independent Minus X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER **PRESENT** TIONAL RATE RATE TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA** PAID FOR AMENDMENT FEE FEE Total Minus d X\$ 9= X\$18=OR Independent Minus X40 =X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 1) (Column 2) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER **PRESENT TIONAL** RATE TIONAL AMENDMENT **AFTER PREVIOUSLY** RATE **EXTRA** PAID FOR **AMENDMENT** FEE FEE Total Minus X\$18= X\$ 9= OR independent Minus X80 =X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135 =OR

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

TOTAL

ADDIT, FEE

TOTAL

ADDIT. FEE

Application or Docket Number